KEN PRIORITY APPLICATIONS DESIRED

Single Sign On – The ability to access multiple systems using a single set of credentials
Desktop Conferencing – Includes peer to peer video conferencing and web conferencing
Streaming Media – Delivering instruction with video broadcast (television) & video on demand (Encyclomedia)
Data Transfer – A secure, reliable method of data transfer without size limitation
Educational Simulations and Games – Teaching tools to engage learners
Learning Objects Repository – A system for managing / sharing digital materials and media to assist with instruction
Online Testing and Assessment – Defining baselines, assisting gap analysis, building learning paths
Interoperability— The ability for different systems to intercommunicate seamlessly
Statewide eProcurement – One stop requisitioning, approval and purchasing
Common Library Management System – For entire Educational Community
IP-based Interactive Communications – Includes Telephony (V/P), television (TV/IP), video conferencing
Lifelong Learning Portal – One place to go for lifelong learning activities
Mobile Learning – Delivering instructions or resources to handheld devices (PDA, pods, etc)
Internet2 Applications – Cross cultural and global collaboration tools for the entire education community
Electronic Signature System – The ability to enable and complete electronic transactions
Federated Search Engine – Searching across dissimilar library systems
P-20 Data Warehouse – A seamless database of K-12 and postsecondary education data for research and reporting
Assistive Technologies – Enabling users with disabilities to participate fully
Digital Assets Management –Statewide system for managing / sharing various organizations' catalogs of digital items
Access to Grid Computing –Collaborating and harvesting computing resources, eg. TeraGrid

Priority	Number Voted	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
Single Sign On	114					X	X		X	X	X
Desktop Conferencing	100	X	X	X	X	X	X	X	X	X	X
Streaming Media	93		X	X		X	X	X	X	X	X
Data Transfer	90	X	X			X	X		X	X	X
Educational Simulations and Games	88		X	X	X	X	X	X	X		X
Learning Objects Repository	87		X	X	X	X	X	X	X		X
Online Testing and Assessment	84	X	X	X	X	X	X	X	X	X	X
Interoperability	83	X			X	X	X		X	X	X
Statewide eProcurement	77									X	X
Common Library Management System	70		X	X	X	X	X	X	X	X	X
IP-based Interactive Communications	63		X	X	X	X	X	X	X	X	X
Lifelong Learning Portal	62		X	X	X	X	X	X	X	X	X
Mobile Learning	61		X	X		X	X	X	X		X
Internet2 Applications	54		X	X	X	X	X	X	X	X	X
Electronic Signature System	50									X	X
Federated Search Engine	49		X	X	X	X	X	X	X	X	X
P-20 Data Warehouse	46	X		X	X	X	X		X	X	X
Assistive Technologies	33	X	X	X	X	X	X	X	X	X	X
Digital Assets Management	30						X		X	X	X
Access to Grid Computing	6								X	X	X

EVALUATION GUIDELINES

1. Meet federal or state mandates
2. Has direct impact on student learning
3. Reduce need for remediation
4. Facilitate student assessment
5. Support student's success in lifelong learning
6. Demonstrate breadth &depth of impact
7. Facilitate equal access
8. Improve effectiveness of educators
9. Improve administrative processes
10. Maximize use of resources